

MECH BRIGADE

A SIMULATION OF MODERN ARMORED WARFARE




STRATEGIC SIMULATIONS, INC.

© 1985 by Strategic Simulations, Inc. All rights reserved.

48K
APPLE®

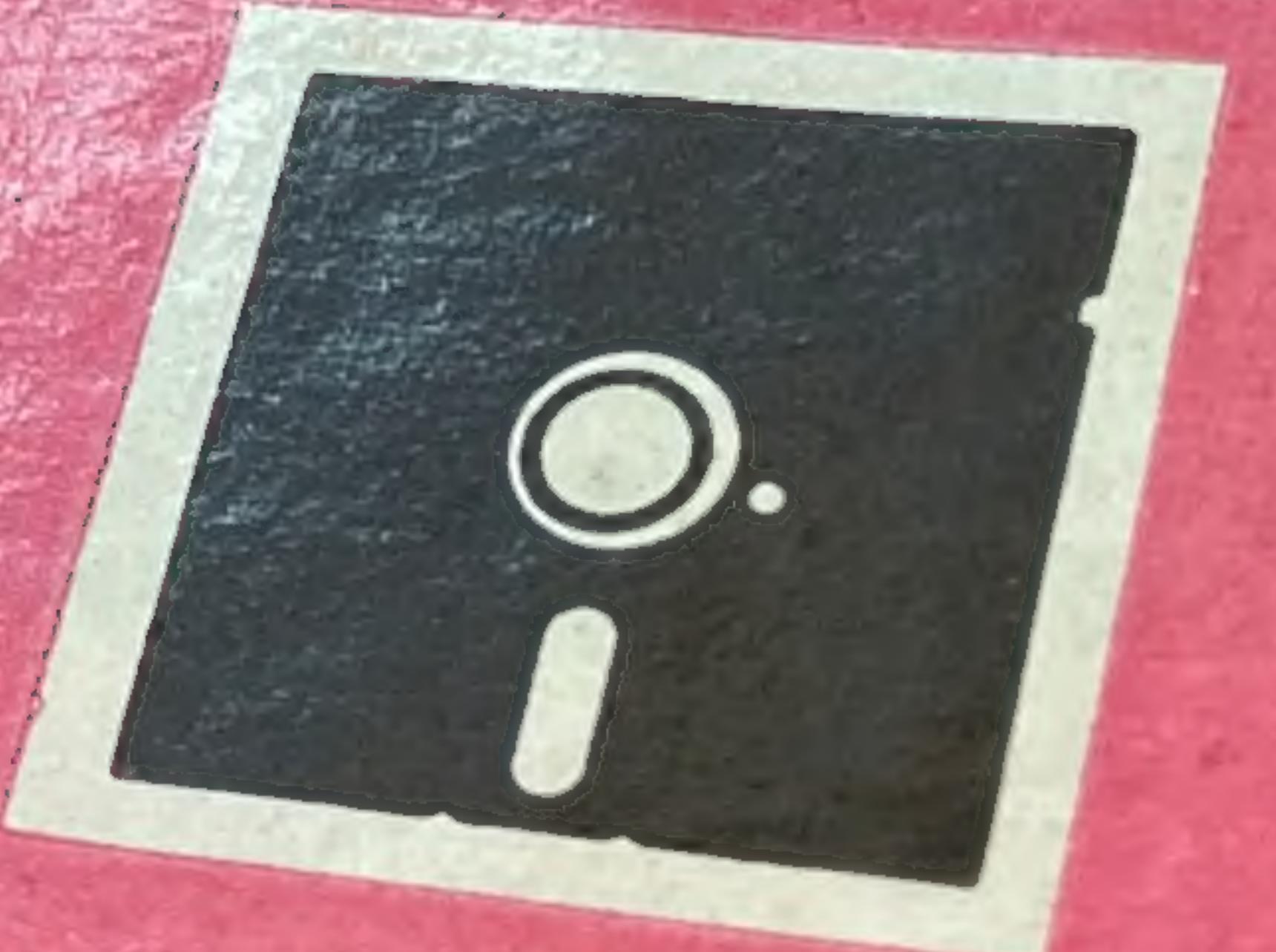

For the Apple® II with
Applesoft ROM card,
II Plus, IIe, & IIGS





48K

APPLE®



For the Apple® II with
Applesoft ROM card,
II Plus, Ile, & III.



MECH BRIGADE

A SIMULATION OF MODERN ARMORED WARFARE

STRIKE

© 1985 by Strategic Simulations, Inc.

STRATEGIC SIMULATIONS, INC.

MAX
FIRE

100%

includes four scenarios and the ability to create
of new scenarios covering modern combat
■ Retrives compatibility down to eight vehicle gun and heliplane
■ Nine different anti-tank guided missiles.
■ Ability to save and load games.

Weapons include tanks, helicopters, armored cars, armored
personnel carriers, armored personnel carriers, anti-aircraft, anti-tank, anti-tank guided
missiles, surface-to-air missiles, tanks, for both front-line, gun-penetrating
Over 40 armored vehicles, each with its own unique guns, anti-aircraft, gun-penetrating
maquette size, speed, number of machine guns, anti-aircraft, gun-penetrating



Mech Brigade

A SIMULATION OF MODERN ARMORED WARFARE

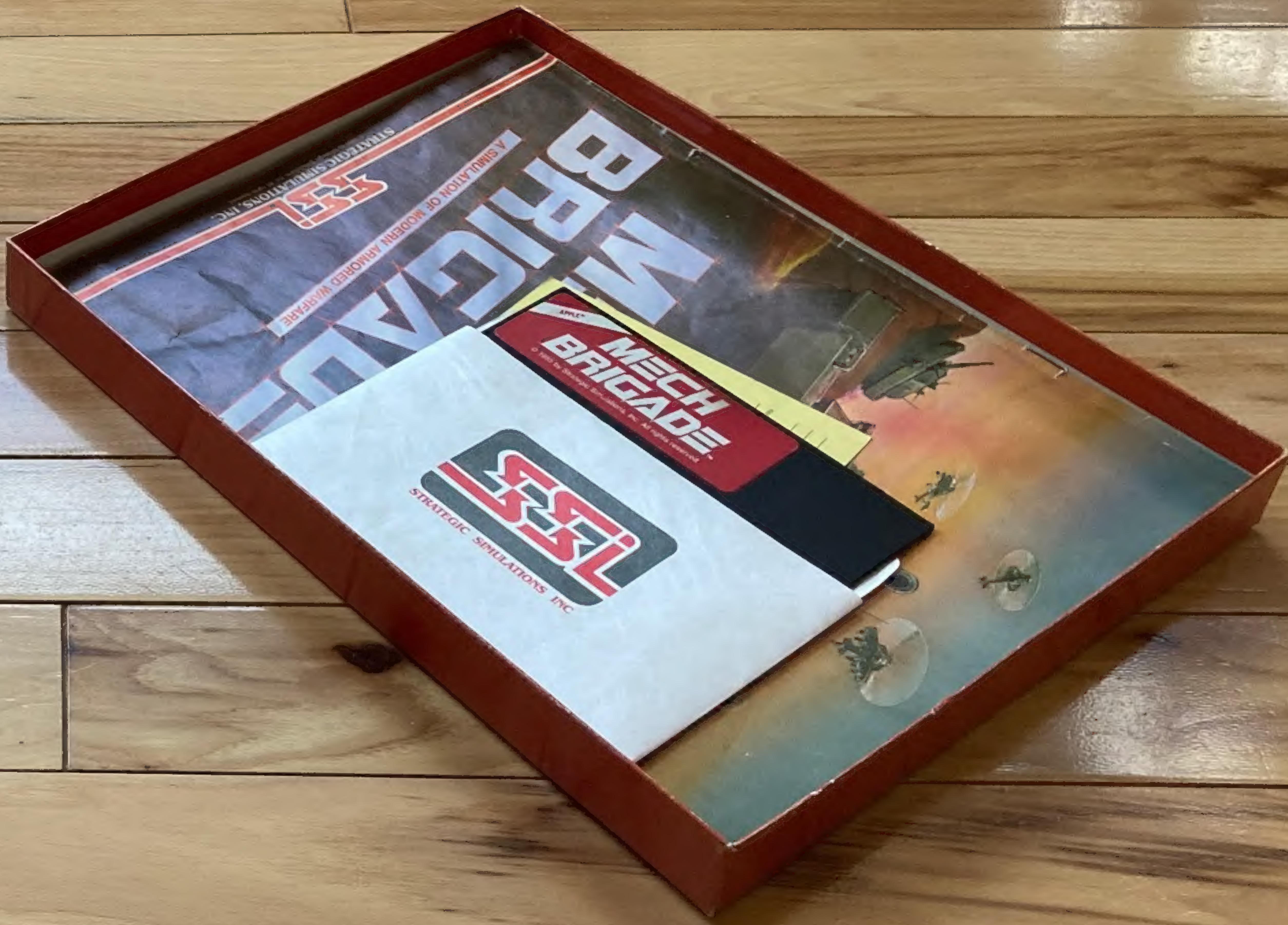


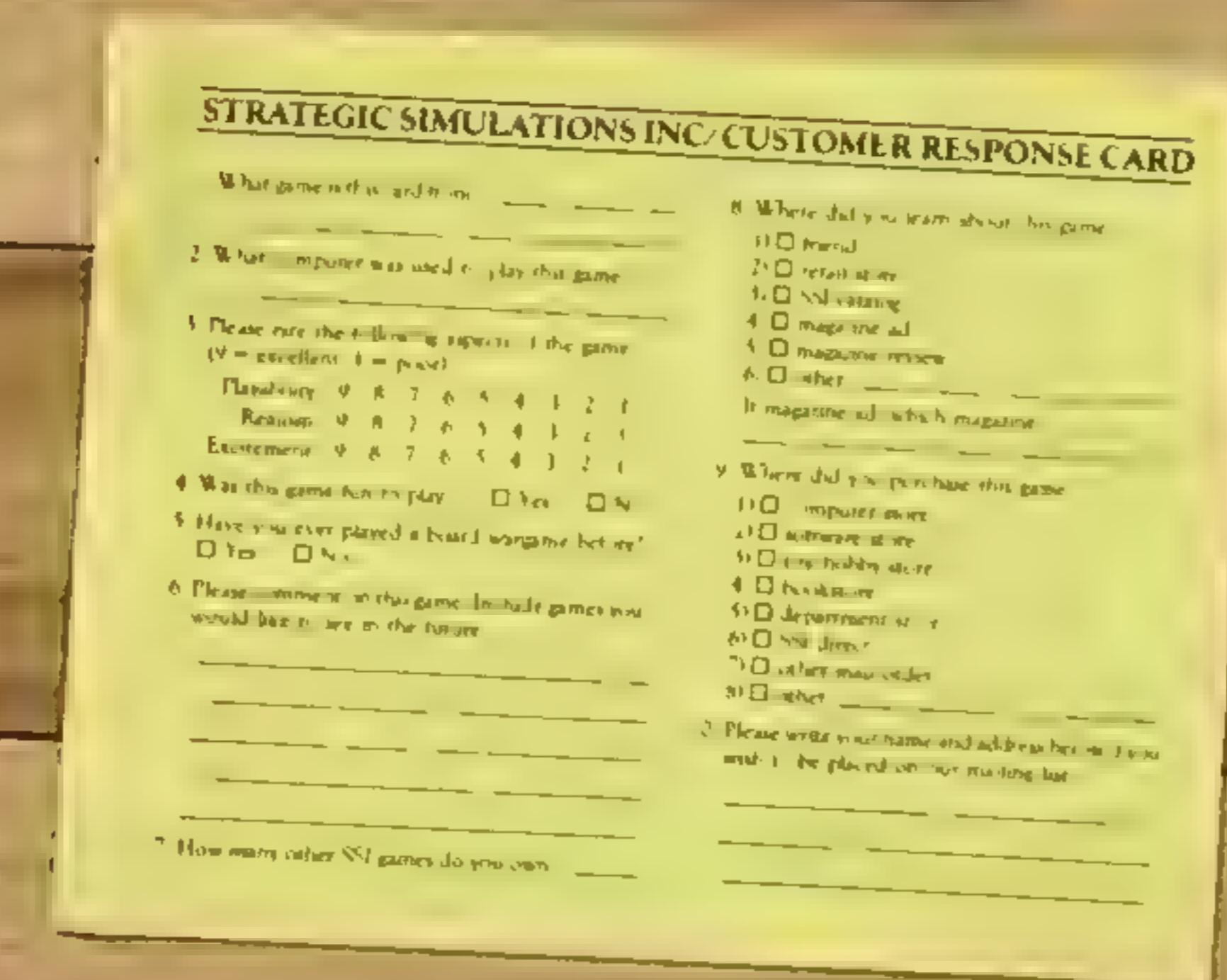
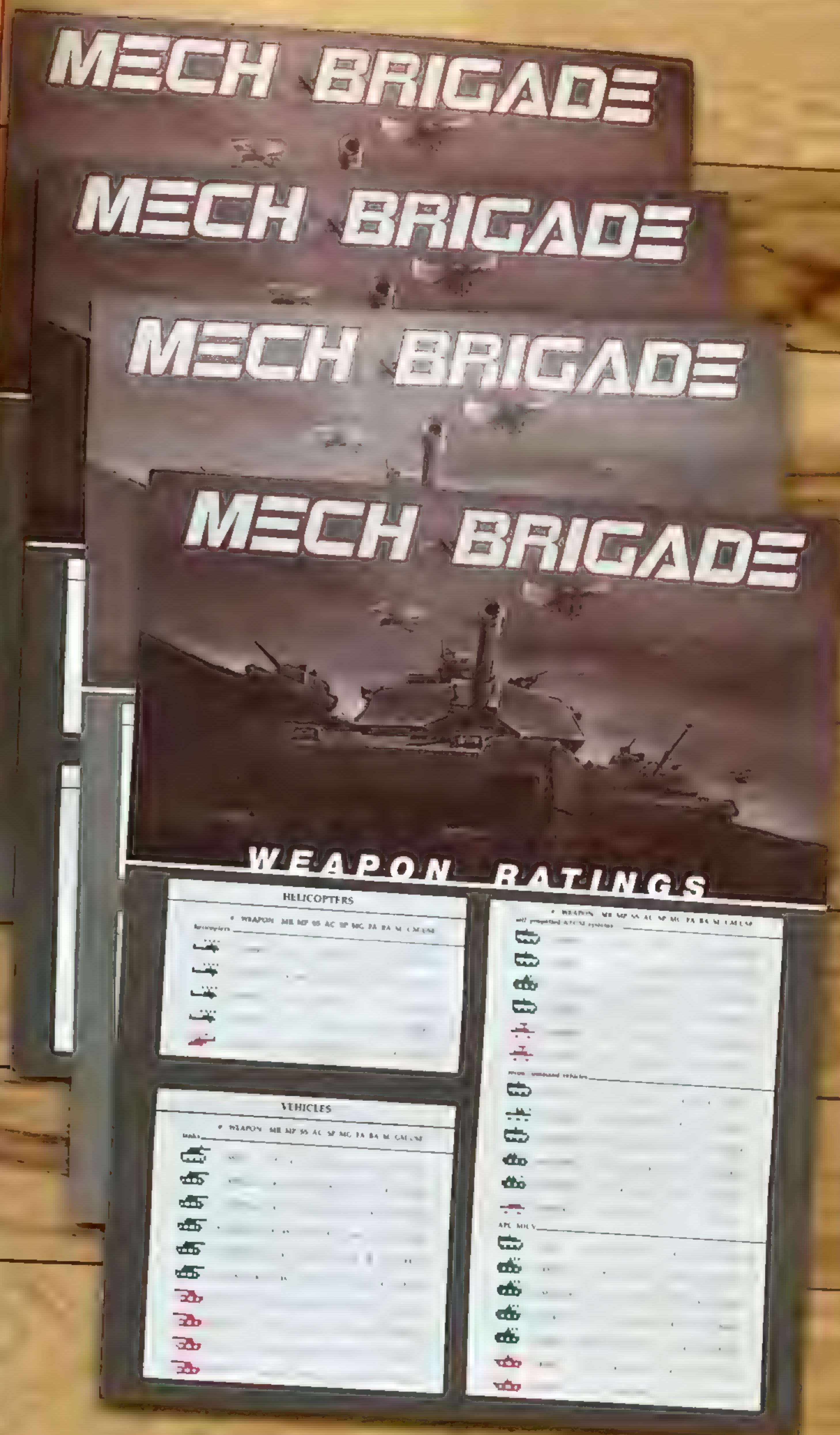
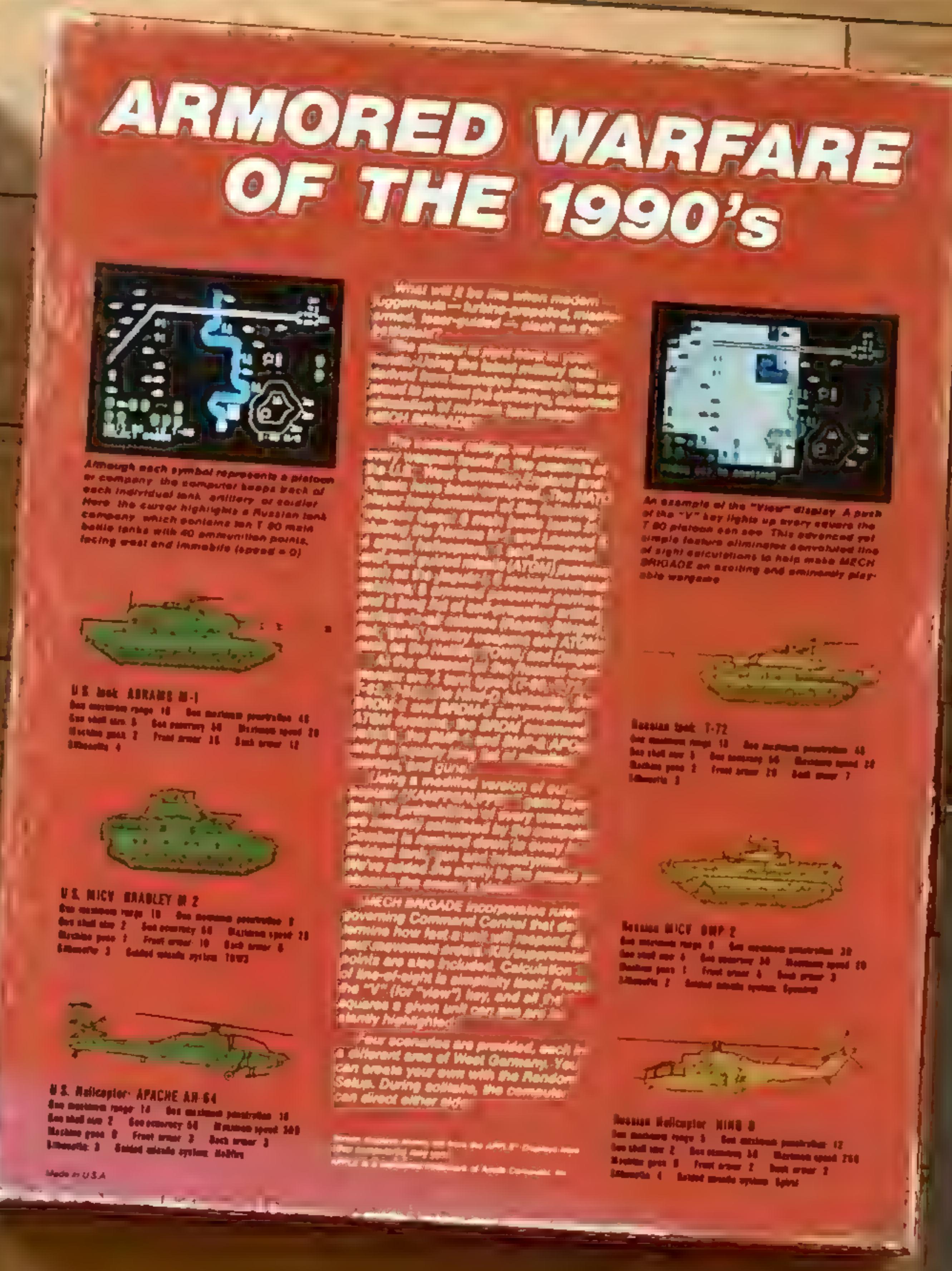
STRATEGIC SIMULATIONS, INC.
© 1986 by Strategic Simulations, Inc.



Mech
Brigade





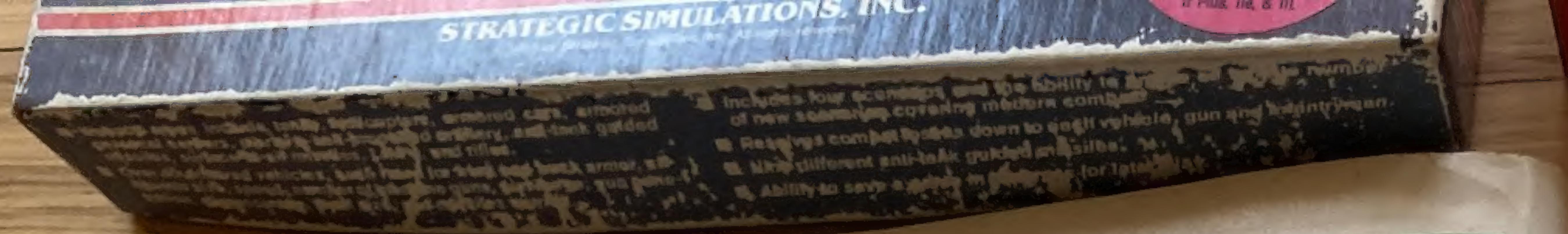


APPLE[®]
**MECH
BRIGADE™**

© 1985 by Strategic Simulations, Inc. All rights reserved.



STRATEGIC SIMULATIONS INC



UNIT ORDERS MENU

- (1-8) Move cursor.
- (A)* Advance. This command is only used when the computer is in all-units mode. The formation HQ will move to the cursor location; other units in the formation will move in such a way as to retain their current position relative to the HQ.
- (B) Bombard. The cursor location is the target square; the current unit is the spotter; the computer will list the artillery units eligible to bombard the target (see section 5.6).
- (C) Center. The map is centered around the cursor.
- (D) Disembark. If the current unit is a vehicle then it will unload all of its passengers; if the current unit is a passenger then only that unit will unload; unloaded passengers will have a suppression level of 80.
- (E) Embark. Order must be given to a vehicle unit — the computer will request the ID of the unit to be embarked (see section 5.4).
- (F)* Change unit facing.
- (H) Find unit's HQ. Cursor moves to unit's HQ location; computer determines if a "command control" link exists between the current unit and the HQ; the HQ becomes the new current unit.
- (I) Inspect. Allows the player to inspect all enemy units that can be seen by the current unit; allows the current unit to designate a priority target and/or request a bombardment (with the current unit as the spotter). Assigning

* This order may be given to all of the units of a particular formation.

MAP DISPLAY MENU

- (1-8) Move cursor.
- (0) End game.
- (A-U) Select unit. Press formation letter followed by unit index number — computer will shift to UNIT ORDERS MENU; the selected unit will be the "current unit".
- (V) View. The computer will inverse all squares that can be seen from the cursor location.
- (W) Move cursor to center of objective area.
- (X) Exit orders phase.
- (Y) Clear units and smoke from screen to view terrain.
- (Z) Examine friendly or visible enemy units at cursor location.

HEADQUARTER SYMBOLS

- division
- brigade
- regiment
- battalion
- company/squadron/troop/battery
- platoon

TERRAIN COSTS

	TRACK	WHEEL	FOOT
clear	13	13	13
road	7	3	10
town	10	5	12
road-slope	10	5	12
entrenchment	20	27	17
woods	20	27	17
slope	20	27	17
ford	30	40	20
bridge	7	3	10
smoke	(no additional cost)		



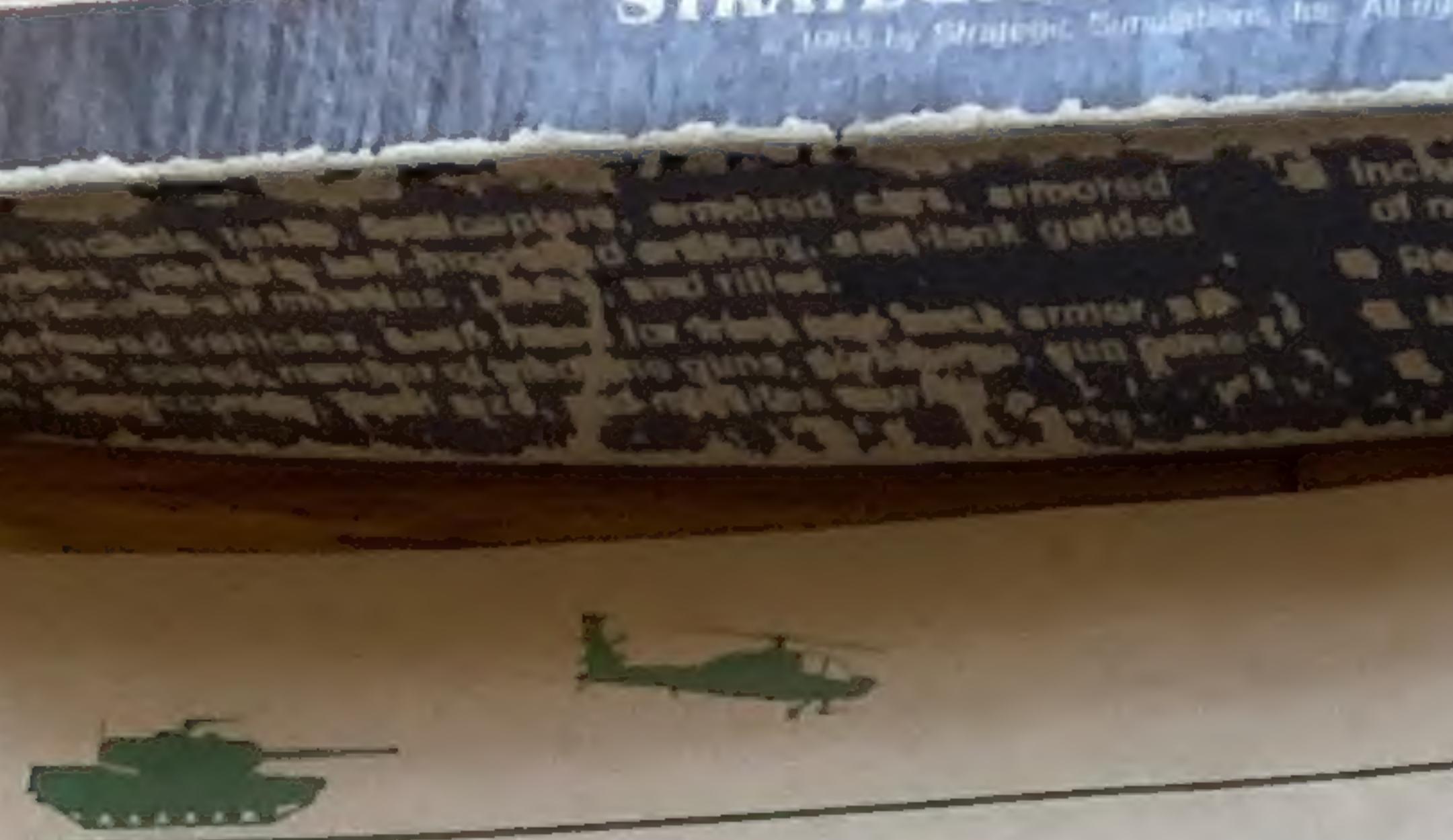
STRATEGIC SIMULATIONS, INC.
883 Stierlin Road, Building A-200
Mountain View, CA 94043-1983
(415) 964-1353



STRATEGIC SIMULATIONS INC

1. What game is this card from? _____
2. What computer was used to play this game? _____
3. Please rate the following aspects of the game (9 = excellent, 1 = poor):

Playability	9	8	7	6	5	4	3	2	1
Realism	9	8	7	6	5	4	3	2	1
Excitement	9	8	7	6	5	4	3	2	1
4. Was this game fun to play? Yes No
5. Have you ever played a board wargame before? Yes No
6. Please comment on this game. Include games you would like to see in the future.
7. How many other SSI



6.0 WEAPONS

The weapons used in MECH BRIGADE are listed below.

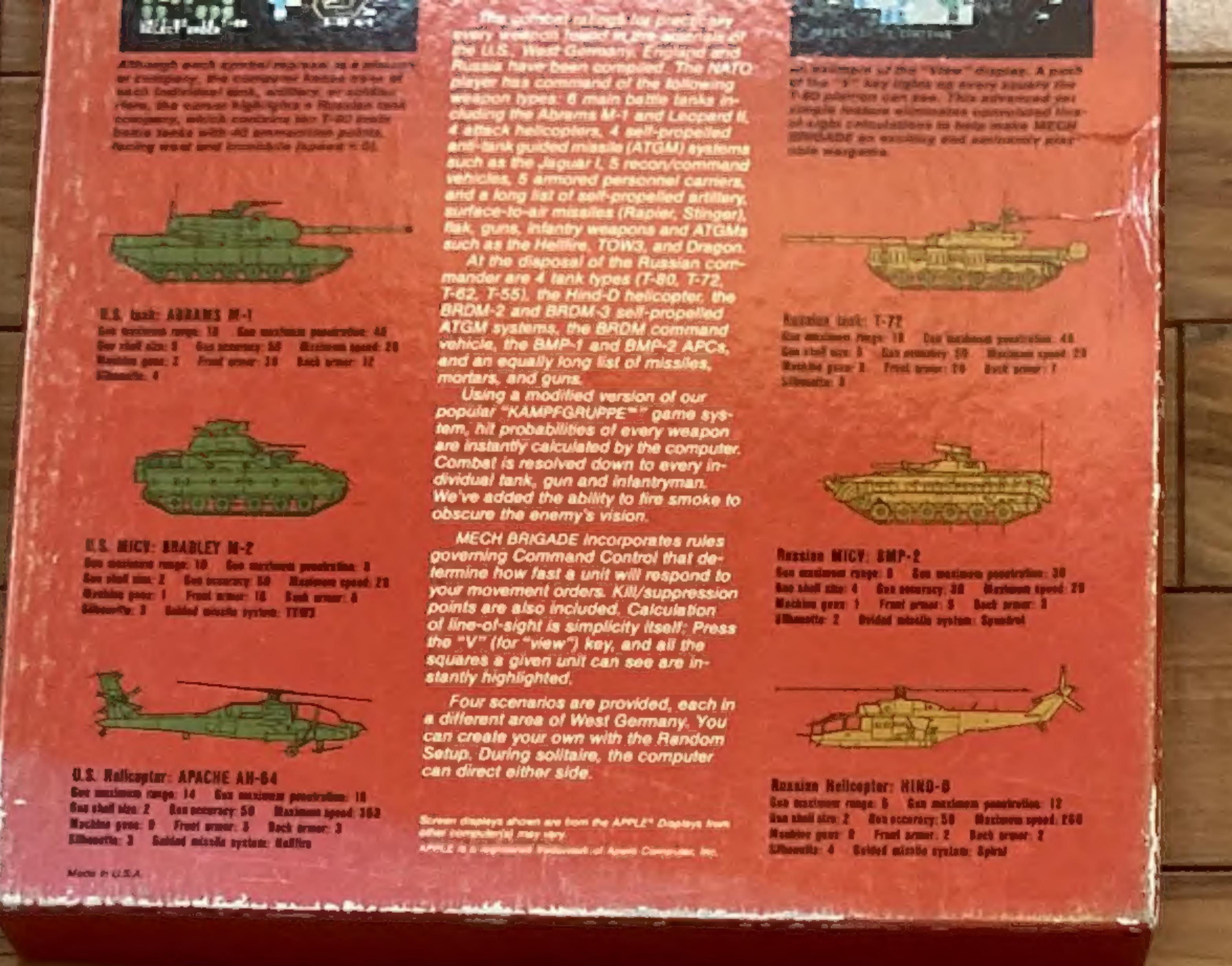
HELICOPTERS

#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	GM	USE
helicopters												
0	COBRA	5	12	2	50	27	1	2	2	3	TO US-O	
1	APACHE	14	18	2	50	30	0	3	3	3	HE US-N	
2	PAH-2	5	12	2	50	27	0	2	2	3	HO WG-A	
3	LYNX-3	5	12	2	50	22	0	1	1	3	TO BR-A	
4	HIND-D	5	12	2	50	26	0	2	2	4	SI SU-A	

VEHICLES

#	WEAPON	MR	MP	SS	AC	SP	MG	FA	BA	SL	GM	USE
tanks												
5	M60A3	18	44	5	50	15	2	19	7	5	N	US-O
6	ABRAMS	18	48	5	50	28	2	36	12	4	N	US-N
7	LEOPARD1	14	36	5	30	20	2	20	6	4	N	WG-O
8	LEOPARD2	18	48	5	50	28	2	36	12	4	N	WG-N
9	CHIEFTAN	20	48	5	50	15	2	24	8	5	N	BR-O
10	CHALNGR	20	48	5	50	20	2	36	12	4	N	BR-N
11	T-55	14	30	5	20	15	2	15	7	3	N	SU-O
12	T-62	14	34	5	20	15	1	16	6	3	N	SU-A
13	T-72	18	45	5	50	20	2	20	7	3	N	SU-A
14	T-80	18	45	5	50	20	2	36	12	3	N	SU-N
self-propelled ATGM systems												
15	M150	5	0	1	50	20	0	4	2	3	TO US-O	
16	M901	5	0	1	50	20	0	8	4	3	TO US-N	
17	JAGUARI	3	0	1	50	20	0	8	3	3	HO WG-A	
18	FV438	3	0	1	50	16	0	4	2	3	SW BR-A	
19	BRDM-2	5	0	1	50	12	0	2	1	3	SA SU-O	
20	BRDM-3	5	0	1	50	12	0	2	1	3	SP SU-N	
recon/command vehicles												
21	M577	5	0	1	50	20	0	4	2	4	N	US-A
22	LUCHS	5	2	2	50	12	0	6	3	3	N	WG-A
23	SPARTAN	3	0	1	50	24	0	2	1	3	N	BR-A
24	SCIMITR	7	6	2	50	24	1	2	1	3	N	BR-O
25	SCORPON	7	12	4	20	24	1	2	1	3	N	BR-A
26	BRDM	5	0	1	50	12	1	2	1	2	N	SU-A
APC/MICV												
27	M113	5	0	1	50	30	1	4	2	3	N	US/WG-O
28	BRADLEY	10	8	2	50	28	1	10	6	3	TO US-N	
29	MARDER	5	2	2	30	21	2	10	3	3	N	WG-N
30	FV-432	12	9	2	50	16	0	4	2	3	N	BR-O
31	MCV80	12	9	2	50	20	1	10	4	3	N	BR-N
32	BMP-1	7	30	4	10	18	1	4	2	2	SA SU-O	
33	BMP-2	8	30	4	30	20	1	5	3	2	SP SU-N	
self-propelled mortars												
34	M106	28	0	5	9	20	1	4	2	3	N	US-A
35	M125	24	0	4	9	20	1	4	2	3	N	US-A
36	FV432M	25	0	4	9	16	1	4	2	3	N	BR-A
37	M113-M	28	0	5	9	16	1	4	2	3	N	WG-A
38	BTR-50M	28	0	5	9	13	1	2	1	3	N	SU-A
self-propelled artillery												
39	M107	12*	0	7	6	16	0	2	2	4	N	WG-A
40	M109	12*	0	6	8	17	1	2	2	4	N	US/WG-BR-A
41	M110	12*	0	8	6	16	0	2	2	4	N	US/WG-BR-A
42	ABBOT	12*	0	5	8	15	0	2	1	4	N	BR-A
43	M-1974	12*	0	5	8	14	0	5	1	4	N	SU-A
44	M-1973	12*	0	6	8	13	0	2	1	5	N	SU-A
self-propelled flak												
45	SG-YORK	15	4	2	40	15	0	8	4	5	N	US-A
46	GEPARD	15	3	2	50	20	0	18	6	4	N	WG-A
47	ZSU23/4	15	2	2	50	14	0	1	1	3	N	SU-A
self-propelled SAM systems												
49	ROLAND	25	0	5	80	21	0	5	2	4	N	US/WG-A
48	SA-8	35	0	5	80	12	0	2	1	3	N	SU-A

NON-VEHICLES												
#	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE	
infantry weapons												
63	LAW	0	12	3	10	-	-	-	-	-	US/BR-A	
64	PZ44	0	12	3	15	-	-	-	-	-	WG-A	
66	RIFLE (NATO)	2	0	1	50	6	9	1	1	N	US/WG/BR-A	
65	RPG-7	0	12	4	20	-	-	-	-	-	SU-A	
67	RIFLE (Soviet)	2	0	1	50	6	9	1	1	N	SU-A	
towed artillery												
68	130 GUN	12*	0	5	6	0	3	10	2	N	SU-A	
69	180 GUN</											



MECH BRIGADE																					
WEAPON RATINGS																					
HELICOPTERS						VEHICLES															
# WEAPON MR MP SS AC SP MG FA BA SL GM USE						# WEAPON MR MP SS AC SP MG FA BA SL GM USE															
helicopters						tanks															
1. COBRA	5	12	3	30	27	1	2	2	3	TO US-O	5. M60A3	18	44	3	30	15	2	19	7	3	N US-O
2. APACHE	14	18	3	30	30	0	4	3	3	HE US-N	6. ABRAMS	18	48	3	30	28	2	36	12	4	N US-N
3. PAH-2	8	12	2	30	27	0	2	2	3	HO WG-A	7. LEOFRD	14	36	5	30	20	2	20	6	4	N WG-O
4. LYNX-3	5	12	2	30	22	0	1	1	1	TO BRA	8. LEOFRD2	14	48	5	30	28	2	36	12	4	N WG-N
5. HIND-D	5	12	2	30	28	0	2	2	4	SI SU-A	9. CHIEFTN	20	48	5	30	15	2	24	8	5	BR-O
6. HIND-E	5	12	2	30	28	0	2	2	4	SI SU-A	10. CHALNGR	20	48	5	30	20	2	36	12	4	BR-N
7. M577	5	0	1	30	20	0	4	4	4	TO US-O	11. T-55	14	30	3	30	15	2	15	7	3	SI SU-O
8. LUCHS	5	2	2	30	12	0	6	6	6	TO US-O	12. T-62	14	34	5	30	15	1	16	6	3	SI SU-A
9. SPARTAN	3	0	1	30	24	0	2	2	2	TO US-O	13. T-72	18	45	5	30	20	2	36	12	3	SI SU-A
10. SCIMITR	7	6	2	30	24	1	2	2	2	TO US-O	14. T-80	18	45	5	30	20	2	36	12	3	SI SU-N
11. SCORPON	7	12	4	30	24	1	2	2	2	TO US-O	15. M113	18	44	5	30	15	2	19	7	3	N US-O
12. BRDM	5	0	1	30	12	1	2	2	2	TO US-O	16. M901	5	0	1	30	20	0	0	0	0	TO US-O
13. LEOPRD	14	36	3	30	20	2	20	6	4	N WG-O	17. JAGUARI	3	0	1	30	20	0	0	0	0	TO US-O
14. LEOPRD2	18	48	3	30	28	2	36	12	4	N WG-N	18. FV438	3	0	1	30	20	0	0	0	0	TO US-O
15. CHEFTN	20	48	3	30	15	2	24	8	5	BR-O	19. BRDM-2	5	0	1	30	12	0	0	0	0	TO US-O
16. CHALNGR	20	48	3	30	20	2	36	12	4	BR-N	20. BRDM-3	5	0	1	30	12	0	0	0	0	TO US-O
17. T-55	14	30	3	30	15	2	15	7	3	SI SU-O	21. M577	5	0	1	30	20	0	0	0	0	TO US-O
18. T-62	14	34	3	30	18	1	18	6	3	SI SU-A	22. LUCHS	5	2	2	30	12	0	0	0	0	TO US-O
19. T-72	18	45	3	30	20	2	36	12	3	SI SU-A	23. SPARTAN	3	0	1	30	24	0	0	0	0	TO US-O
20. T-80	18	45	3	30	18	1	18	6	3	SI SU-N	24. SCIMITR	7	6	2	30	24	1	2	2	1	TO US-O
21. M113	18	45	5	30	17	2	36	12	3	SI SU-O	25. SCORPON	7	12	4	30	24	1	2	2	1	TO US-O
22. LUCHS	5	2	2	30	12	0	6	6	4	TO US-O	26. BRDM	5	0	1	30	12	1	2	2	1	TO US-O
23. SPARTAN	3	0	1	30	24	0	2	2	2	TO US-O	27. M113	5	0	1	30	20	1	2	2	1	TO US-O
24. SCIMITR	7	6	2	30	24	1	2	2	2	TO US-O	28. BRADLEY	10	8	2	30	28	1	24	8	5	BR-O
25. SCORPON	7	12	4	30	24	1	2	2	2	TO US-O	29. MARDER	5	2	2	30	20	1	2	2	1	TO US-O
26. BRDM	5	0	1	30	12	1	2	2	2	TO US-O	30. FV432	12	9	2	30	16	0	0	0	0	TO US-O
27. LEOFRD	14	36	5	30	20	2	20	6	4	N WG-O	31. MCV80	12	9	2	30	20	1	16	6	3	SI SU-A
28. LEOFRD2	14	48	5	30	28	2	36	12	4	N WG-N	32. BMP-1	7	30	4	10	18	0	0	0	0	TO US-O
29. CHIEFTN	20	48	5	30	15	2	24	8	5	BR-O	33. BMP-2	18	45	5	30	20	2	36	12	3	SI SU-N
30. CHALNGR	20	48	5	30	20	2	36	12	4	BR-N	34. T-80	18	45	5	30	20	1	18	6	3	TO US-N
31. T-55	14	30	3	30	15	2	15	7	3	SI SU-O	35. T-62	14	34	5	30	15	2	15	7	3	SI SU-O
32. T-62	14	34	3	30	18	1	18	6	3	SI SU-A	36. T-72	18	45	5	30	20	2	36	12	3	SI SU-O
33. T-72	18	45	3	30	20	2	36	12	3	SI SU-A	37. BMP-1	7	30	4	10	18	1	18	6	3	TO US-N
34. T-80	18	45	5	30	20	2	36	12	3	SI SU-N	38. BMP-2	18	45	5	30	20	1	18	6	3	TO US-N

MECH BRIGADE

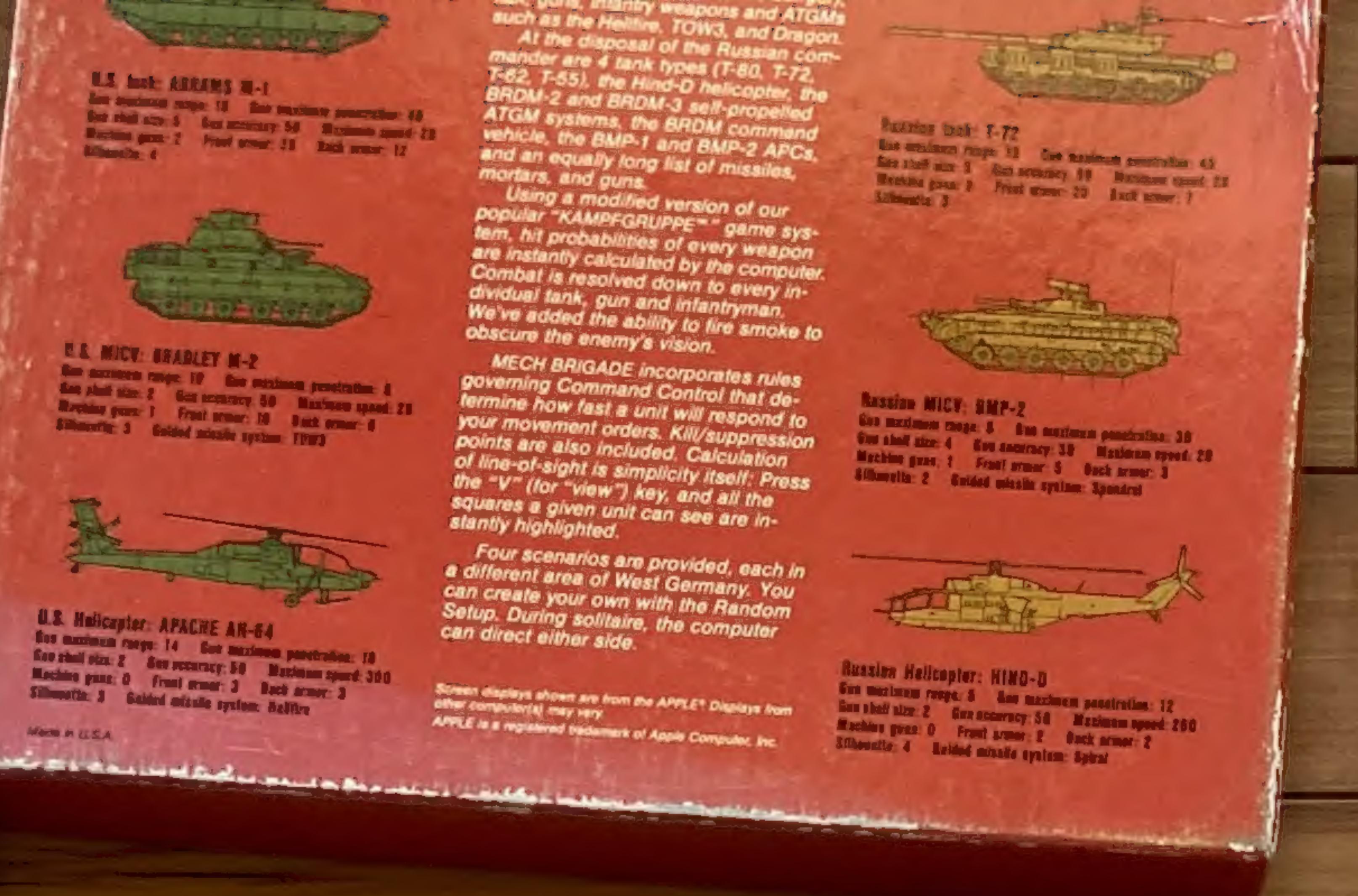
A SIMULATION OF MODERN ARMORED WARFARE



STRATEGIC SIMULATIONS, INC.

48K
APPLE®

For the Apple II with
Additional RAM card
+ Plus, IIe & IIc



VEHICLES (cont.)											
#	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
SAM systems											
34 MIM-2	28	0	5	9	20	1	3	2	3	N	US-A
35 MIM-3	24	0	4	9	20	1	4	2	3	N	BR-A
36 FV432M	23	0	4	9	16	1	4	2	3	N	WG-A
37 MIL-M	24	0	5	9	16	1	4	2	3	N	WG-A
38 BTR-80M	28	0	5	9	13	1	2	1	3	N	SU-A
self-propelled mortars											
39 M107	12*	0	7	6	16	0	2	2	4	N	WG-A
40 M109	12*	0	6	8	17	1	2	2	4	N	US/WG-BRA
41 M110	12*	0	8	6	16	0	2	2	4	N	US/WG-BRA
42 ABR-1	12*	0	8	8	15	0	2	1	4	N	BR-A
43 M-1974	12*	0	3	8	18	0	3	1	4	N	SU-A
44 M-1973	12*	0	6	8	13	0	2	1	5	N	SU-A
self-propelled artillery											
45 SLYONE	15	4	2	40	13	0	8	4	3	N	US-A
46 GEPARD	15	3	2	58	20	0	18	6	4	N	WG-A
47 TOSZUZI	15	3	2	50	14	0	1	3	3	N	SU-A
self-propelled SAM systems											
48 BULAND	25	0	5	80	21	0	8	2	4	N	US/WG-A
49 SA-8	35	0	5	88	12	0	2	1	3	N	SU-A
non-vehicles											
50 RAPIER	30	0	5	80	0	2	10	4	N	BR-A	
51 STINGER	9	0	3	30	5	8	2	1	N	US/WG-A	
52 BLWPIPE	6	0	3	20	5	8	2	1	N	BR-A	
53 SA-7	6	0	3	10	5	8	2	1	N	SU-A	
VEHICLES (cont.)											
54 DRAGON	1	8	30	80	5	8	2	1	DR	US-A	
55 TOW3	1	19	50	70	4	7	3	1	TO	US/BRA	
56 HELLFIRE	3	20	60	90	3	6	5	1	HE	US-N	
57 MILAN	1	10	30	60	5	8	2	1	MI	WG-BR-A	
58 HOT	1	20	45	60	3	6	5	1	HO	WG-A	
59 SWGFIREF	1	20	30	30	3	6	5	1	SW	BR-A	
60 SAGGER	2	15	25	30	5	8	2	1	SA	SU-O	
61 SPANDREL	1	15	40	60	3	6	5	1	SP	SU-N	
62 SPIRAL	3	20	45	80	3	6	5	1	SP	SU-A	
ATGMs											
54 DRAGON	1	8	30	80	5	8	2	1	DR	US-A	
55 TOW3	1	19	50	70	4	7	3	1	TO	US-BRA	
56 HELLFIRE	3	20	60	90	3	6	5	1	HE	US-N	
57 MILAN	1	10	30	60	5	8	2	1	MI	WG-A	
58 HOT	1	20	45	60	3	6	5	1	HO	WG-A	
59 SWGFIREF	1	20	30	30	3	6	5	1	SW	BR-A	
60 SAGGER	2	15	25	30	5	8	2	1	SA	SU-O	
61 SPANDREL	1	15	40	60	3	6	5	1	SP	SU-N	
62 SPIRAL	3	20	45	80	3	6	5	1	SP	SU-A	
NON-VEHICLES											
63 LAW	0	12	3	10	—	—	—	—	—	US-BR-A	
64 PZF44	0	12	3	15	—	—	—	—	—	WG-A	
65 RIFLE (NATO)	2	0	1	30	8	9	3	1	N	US/WG-BRA	
66 RPG-7	0	12	4	20	—	—	—	—	—	SU-A	
67 RIFLE (Soviet)	2	0	1	50	6	9	1	1	N	SU-A	
towed artillery											
68 DO GUN	12*	0	5	8	0	3	10	2	N	SU-A	
69 180 GUN	12*	0	7	6	0	3	10	2	N	SU-A	

VEHICLES (cont.)											
#	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
50 RAPIER	30	0	5	80	0	2	10	4	N	BR-A	
51 STINGER	9	0	3	30	5	8	2	1	N	US/WG-A	
52 BLWPIPE	6	0	3	20	5	8	2	1	N	WG-A	
53 SA-7	6	0	3	10	5	8	2	1	N	SU-A	
ATGMs											
54 DRAGON	1	8	30	80	5	8	2	1	DR	US-A	
55 TOW3	1	19	50	70	4	7	3	1	TO	US-BRA	
56 HELLFIRE	3	20	60	90	3	6	5	1	HE	US-N	
57 MILAN	1	10	30	60	5	8	2	1	MI	WG-BR-A	
58 HOT	1	20	45	60	3	6	5	1	HO	WG-A	
59 SWGFIREF	1	20	30	30	3	6	5	1	SW	BR-A	
60 SAGGER	2	15	25	30	5	8	2	1	SA	SU-O	
61 SPANDREL	1	15	40	60	3	6	5	1	SP	SU-N	
62 SPIRAL	3	20	45	80	3	6	5	1	SP	SU-A	
CC SL GM USE											
54 DRAGON	1	8	30	80	5	8	2	1	DR	US-A	
55 TOW3	1	19	50	70	4	7	3	1	TO	US-BRA	
56 HELLFIRE	3	20	60	90	3	6	5	1	HE	US-N	
57 MILAN	1	10	30	60	5	8	2	1	MI	WG-BR-A	
58 HOT	1	20	45	60	3	6	5	1	HO	WG-A	
59 SWGFIREF	1	20	30	30	3	6	5	1	SW	BR-A	
60 SAGGER	2	15	25	30	5	8	2	1	SA	SU-O	
6											